1.   In a network system including at least one client device and at least one

server device operatively coupled for communication, a method for synchronizing

an audio capture program with a streamed audio file, the method comprising:

5   receiving at least one selection request from a user on said server device;

transmitting a program from said server device to said client device;

streaming a digital audio file from said server device to said client device;

detecting, by said program, a first state change associated with an audio

stream player disposed within said client device, said program preparing said

10   audio capture program on said client device in response to said first state change;

detecting, by said program, a second state change associated with said

audio stream player; and

said program initiating said audio capture program on said client device at a

fixed time interval from when said second state change is detected for capturing

15   data.

2.   The method of claim 1, wherein said method further comprises recording

said data captured by said audio capture program on a storage medium disposed in

said client device.

5   3.   The method of claim 1, wherein said method further comprises,

compressing said data captured by said audio capture program, streaming said

compressed data to said server, and recording said compressed data on a storage

medium disposed in said server device.

10   4.   The method of claim 1, wherein said method further comprises stopping

said audio capture program.

5.   The method of claim 4, wherein said stopping said audio capture program

comprises detecting, by said program, a third state change associated with said

15   audio stream player, wherein said program stops said audio capture engine in

response to said third state change.

6.   The method according to claim 1, further comprising uploading said

recording from said client device to said server device.

7.   The method according to claim 6, wherein said recording is compressed

5   prior to said uploading.

8.   The method according to claim 1, wherein said network comprises the

Internet.

10   9.   The method of claim 4, wherein said stopping said audio capture program

comprises detecting, by said program, a third state change associated with

receiving a second selection from said user, wherein said program stops said audio

capture engine in response to said third state change.

15   10.   In a network system including at least one client device and at least one

server device operatively coupled for communication, a method for synchronizing

an audio capture program with an audio file, the method comprising:

        receiving at least one selection request from a user on said server device;

transmitting at least one audio file from said server device to said client

device; and

transmitting a program to said client device, wherein said program receives

a first event condition from an audio playback program disposed within said client

5   device associated with audio playback, said program prepares an audio capture

program associated with said first event condition, said program detects a second

state change associated with said audio playback program when said audio

playback begins, whereby said program directs said audio capture program to

begin recording a user's performance.

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11.   The method of claim 10, wherein said program detects a third state change.

12.   The method of claim 11, wherein said program stops said audio capture

program in response to said third state change.

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13.   The method of claim 11, wherein said third state change is transmitted by

said audio playback program.

14. The method of claim 11, wherein said third state change is transmitted by said program in response to a second selection from said user.

15. The method of claim 10, wherein said audio playback program comprises
5   an audio stream player.

16. The method of claim 10, wherein said network comprises the Internet.

17. The method of claim 10, wherein said user's performance is recorded on
10   said client device.

18. The method of claim 17, wherein said user's performance is transmitted from said client device to said server device.

15   19. The method of claim 18, wherein said user's performance is compressed prior to said transmittal from said client device to said server device.

20. The method of claim 10, wherein said user's performance is recorded on said server device.

21.   In a network system including at least one client device and at least one

server device operatively coupled for communication, an apparatus for

synchronizing an audio capture program with a streamed audio file, said apparatus

comprising:

5   a means for receiving at least one selection request from a user on said

server device;

          a means for transmitting a program from said server device to said client

device;

          a means for streaming a digital audio file from said server device to said

10   client device;

          a means for detecting, by said program, a first state change associated with

an audio stream player disposed within said client device, said program preparing

said audio capture program on said client device in response to said first state

change;

15   a means for detecting, by said program, a second state change associated

with said audio stream player; and

said program initiating said audio capture program on said client device at a

fixed time interval from when said second state change is detected for capturing

data.

5   22.   The apparatus of claim 21, wherein said apparatus further comprises

recording said data captured by said audio capture program on a storage medium

disposed in said client device.

23.   The apparatus of claim 21, wherein said method further comprises,

10   compressing said data captured by said audio capture program, streaming said

compressed data to said server, and recording said compressed data on a storage

medium disposed in said server device.

24.   The apparatus of claim 21, wherein said method further comprises stopping

15   said audio capture program.

25.   The apparatus of claim 24, wherein said stopping said audio capture

program comprises detecting, by said program, a third state change associated

with said audio stream player, wherein said program stops said audio capture

engine in response to said third state change.

26.   The apparatus according to claim 21, further comprising uploading said

5   recording from said client device to said server device.

27.   The apparatus according to claim 26, wherein said recording is compressed

prior to said uploading.

10   28.   The apparatus according to claim 21, wherein said network comprises the

Internet.

29.   The apparatus of claim 24, wherein said stopping said audio capture

program comprises detecting, by said program, a third state change associated

15   with receiving a second selection from said user, wherein said program stops said

audio capture engine in response to said third state change.

30.   In a network system including at least one client device and at least one

server device operatively coupled for communication, a method for synchronizing

an audio capture program with an audio file, the apparatus comprising:

a means for receiving at least one selection request from a user on said

5   server device;

a means for transmitting at least one audio file from said server device to

said client device; and

a means for transmitting a program to said client device, wherein said

program receives a first event condition from an audio playback program disposed

10   within said client device associated with audio playback, said program prepares an

audio capture program associated with said first event condition, said program

detects a second state change associated with said audio playback program when

said audio playback begins, whereby said program directs said audio capture

program to begin recording a user's performance.

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31.   The apparatus of claim 30, wherein said program detects a third state

change.

32.   The apparatus of claim 31, wherein said program stops said audio capture

program in response to said third state change.

33.   The apparatus of claim 31, wherein said third state change is transmitted by

5   said audio playback program.

34.   The apparatus of claim 31, wherein said third state change is transmitted by

said program in response to a second selection from said user.

10   35.   The apparatus of claim 30, wherein said audio playback program comprises

an audio stream player.

36.   The apparatus of claim 30, wherein said network comprises the Internet.

15   37.   The apparatus of claim 30, wherein said user's performance is recorded on

said client device.

38.   The apparatus of claim 37, wherein said user's performance is transmitted

from said client device to said server device.

39.   The apparatus of claim 38, wherein said user's performance is compressed

prior to said transmittal from said client device to said server device.

5   40.   The apparatus of claim 30, wherein said user's performance is recorded on

said server device.

41.   A program storage device readable by a machine, tangibly embodying a

program of instructions executable by the machine within a network system

10   including at least one client device and at least one server device operatively

coupled for communication, a method for synchronizing an audio capture program

with a streamed audio file, said method comprising:

receiving at least one selection request from a user on said server device;

transmitting a program from said server device to said client device;

15   streaming a digital audio file from said server device to said client device;

detecting, by said program, a first state change associated with an audio

stream player disposed within said client device, said program preparing said

audio capture program on said client device in response to said first state change;

detecting, by said program, a second state change associated with said

audio stream player; and

said program initiating said audio capture program on said client device at a

fixed time interval from when said second state change is detected for capturing

5   data.

42.   The method of claim 41, wherein said method further comprises recording

said data captured by said audio capture program on a storage medium disposed in

said client device.

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43.   The method of claim 41, wherein said method further comprises,

compressing said data captured by said audio capture program, streaming said

compressed data to said server, and recording said compressed data on a storage

medium disposed in said server device.

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44.   The method of claim 41, wherein said method further comprises stopping

said audio capture program.

45.   The method of claim 44, wherein said stopping said audio capture program

comprises detecting, by said program, a third state change associated with said

audio stream player, wherein said program stops said audio capture engine in

response to said third state change.

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46.   The method according to claim 41, further comprising uploading said

recording from said client device to said server device.

47.   The method according to claim 46, wherein said recording is compressed

10   prior to said uploading.

48.   The method according to claim 41, wherein said network comprises the

Internet.

15   49.   The method of claim 44, wherein said stopping said audio capture program

comprises detecting, by said program, a third state change associated with

receiving a second selection from said user, wherein said program stops said audio

capture engine in response to said third state change.

50.   A program storage device readable by a machine, tangibly embodying a

program of instructions executable by the machine within a network system

including at least one client device and at least one server device operatively

5   coupled for communication, a method for synchronizing an audio capture program

with an audio file, said method comprising:

receiving at least one selection request from a user on said server device;

transmitting at least one audio file from said server device to said client

device; and

10   transmitting a program to said client device, wherein said program receives

a first event condition from an audio playback program disposed within said client

device associated with audio playback, said program prepares an audio capture

program associated with said first event condition, said program detects a second

state change associated with said audio playback program when said audio

15   playback begins, whereby said program directs said audio capture program to

begin recording a user's performance.

51.   The method of claim 50, wherein said program detects a third state change.

52.   The method of claim 51, wherein said program stops said audio capture

program in response to said third state change.

5   53.   The method of claim 51, wherein said third state change is transmitted by

said audio playback program.

54.   The method of claim 51, wherein said third state change is transmitted by

said program in response to a second selection from said user.

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55.   The method of claim 50, wherein said audio playback program comprises

an audio stream player.

56.   The method of claim 50, wherein said network comprises the Internet.

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57.   The method of claim 50, wherein said user's performance is recorded on

said client device.

58.   The method of claim 57, wherein said user's performance is transmitted

from said client device to said server device.

59.   The method of claim 58, wherein said user's performance is compressed

5   prior to said transmittal from said client device to said server device.

60.   The method of claim 50, wherein said user's performance is recorded on

said server device.

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